

Listing Of Claims

1-25. (Canceled)

26. (Currently amended) ~~In an environment of linked computers, a~~ A system for collaboratively developing a computer application software product ~~by at least two system users~~, the system comprising:

a first computer and a second computer linked by way of a network;

a first set of one or more routines computer programs embodied in a computer-readable medium used by a first system user operating the first computer for producing an executable program component of the computer application software product;

 at least one user interface resource file embodied in a computer-readable medium, the at least one user interface resource file comprising a document in a markup language, wherein tagged text elements are associated with attributes of a user interface component of the computer application software product; and

a second set of one or more routines computer programs embodied in a computer-readable medium used by a second system user operating the second computer for creating and modifying the user interface component by manipulating the at least one user interface resource file, wherein the creating and modifying by the second system user ~~is~~ are independent of actions taken by the first system user.

27. (Currently amended) The system of claim 26 wherein the ~~routines for creating and modifying the user interface component~~ second set of one or more computer programs ~~are~~ is used while the computer application software product is being executed, the creating and

modifying occurring dynamically, and not requiring a recompilation of the executable program component.

28. (Currently amended) The system of claim 26, further comprising a set of operating system resource-loading routines embodied in a computer-readable medium for presenting a user interface corresponding to the user interface component to a third system user.

29. (Previously added) The system of claim 28 wherein the resource-loading routines obtain user interface resource information from a user interface attribute data tree corresponding to the user interface resource file and, with respect to resource information not specified in the user interface resource file, from a set of default sources of user interface resource information.

30. (Previously added) The system of claim 28 wherein the third system user is also the first system user.

31. (Previously added) The system of claim 28 wherein the third system user is also the second system user.

32. (Previously added) The system of claim 28 wherein the third system user is neither the first system user nor the second system user.

33. (Previously added) A computer-readable medium storing computer-executable instructions and computer-readable data for implementing the system of claim 26.

34. (Currently amended) A system for customizing a user interface for an executable computer program by a user of the program, the system comprising:

a computer operated by the user, the computer including a memory in which the executable computer program is stored;
~~a set of one or more routines for modifying at least one user interface resource file; and~~
~~the at least one user interface resource file embodied in a computer-readable medium,~~
comprising a document in a markup language, wherein tagged text elements are associated with attributes of the user interface; and
a set of one or more computer programs, embodied in a computer-readable medium, for modifying the at least one user interface resource file.

35. (Currently amended) The system of claim 34 wherein the ~~routines set of one or more computer programs~~ for modifying the at least one user interface resource file ~~are is~~ invoked while the computer program is being executed, the customizing occurring dynamically.

36. (Currently amended) The system of claim 34, further comprising a set of operating system resource-loading routines embodied in a computer-readable medium for presenting the user interface to the user, wherein the resource-loading routines obtain user interface resource information from a user interface attribute data tree corresponding to the user interface resource file and, with respect to resource information not specified in the user interface resource file, from a set of default sources of user interface resource information.

37. (Previously added) A computer-readable medium storing computer-executable instructions and computer-readable data for implementing the system of claim 34.

38. (Previously added) A method for collaboratively developing a computer application software product by at least two system users, the computer application software product including a user interface, the method comprising:

by a first system user, writing source code for the computer application software product, and generating a first build of the computer application software product; and

by a second system user,

executing the first build, thereby causing the user interface to be presented;

proposing changes to the user interface;

if the proposed changes require the first system user to rewrite the source code and generate a second build, communicating the proposed changes to the first system user; and

if the proposed changes do not require the first system user to rewrite the source code and generate a second build, editing at least one user interface resource file to incorporate the proposed changes, and causing a new user interface to be presented.

39. (Previously added) The method of claim 38 wherein the at least one user interface resource file comprises a document in a markup language, wherein tagged text elements are associated with attributes of the user interface.

40. (Currently amended) The method of claim 38 wherein the causing the user interface to be presented comprises:

parsing the at least one user interface resource file into a user interface attribute data tree;
invoking operating system resource-loading routines for constructing the user interface;
and

obtaining user interface resource information from the user interface attribute data tree
and, with respect to resource information not specified in the user interface resource file, from a
set of default sources of user interface resource information.

41. (Currently amended) The method of claim 38 wherein the causing the user interface to be
presented occurs while the first build is being executed and does not require the first build to be
re-executed.

42. (Currently amended) ~~A computer-readable medium storing computer-executable instructions
and computer-readable data for performing the method of claim 38.~~
A computer-readable medium storing computer-executable instructions for performing a method
for collaboratively developing a computer application software product having a user interface,
the method comprising:

executing a first build of the computer application software product;
opening at least one user interface resource file specifying characteristics of the user
interface, so that the at least one user interface resource file may be edited by a user to effect
changes to the user interface; and
causing a new user interface incorporating the changes to be presented, without requiring
a recompilation of the computer application software product.

43. (Previously added) A method for customizing a user interface for an executable computer program by a user of the program, the method comprising:

executing the computer program, thereby causing the user interface to be presented;
editing at least one user interface resource file, the at least one user interface resource file comprising a document in a markup language, wherein tagged text elements are associated with attributes of the user interface; and
causing a new user interface to be presented.

44. (Currently amended) The method of claim 43, wherein the causing the user interface to be presented comprises:

parsing the at least one user interface resource file into a user interface attribute data tree;
invoking operating system resource-loading routines for constructing the user interface;
and
obtaining user interface resource information from the user interface attribute data tree
and, with respect to resource information not specified in the user interface resource file, from a set of default sources of user interface resource information.

45. (Currently amended) The method of claim 43 wherein the causing the user interface to be presented occurs while the computer program is being executed and does not require the computer program to be re-executed.

(B) 46. (Previously added) A computer-readable medium storing computer-executable instructions and computer-readable data for performing the method of claim 43.
